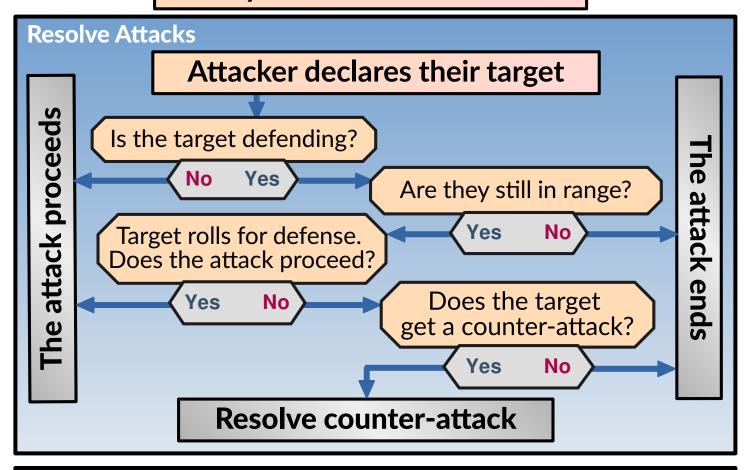
**Everyone chooses their actions** 

**Everyone reveals their actions** 



## **Resolve Unplayed Defenses**

Any unattacked defenders move 1 hex



## **Resolve Special Actions**

Players who've played Aim without taking damage mark their token



### Move 4 hex

- (-1) hex if played previous round
- $\langle -1 \rangle$  hex for rough terrain
- $\langle -2 \rangle$  for moving another body.

Optional if Aimed:

Move 6 hex



**Action - Special** 

# Aim

Advantages next attack or defense

Applies Aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used Attack - Special Restraints

# Restrain

Disarm & indefinite stun

<u>Damage</u>: Range: Adjacent

Must have 6 HP > target to use Can by played to release allies

	Fails & offers
	counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Action - Movement** 

# **Move**

## Move 4 hex

- $\langle -1 \rangle$  hex if played previous round
- $\langle -1 \rangle$  hex for rough terrain
- $\langle -2 \rangle$  for moving another body.

Optional if Aimed:

Move 6 hex



Counter Attack

Action - Special

Advantages next attack or defense

**Applies Aim effect** to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used Attack - Special Restraints

# Restrain

Disarm & indefinite stun

Damage: Range:

0 Adjacent

Must have 6 HP > target to use Can by played to release allies

	Fails & offers
	counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

#### Attack - Close Unarmed Punch Damage: **Adjacent** Range: $\langle \mathbf{1} \rangle$ hex of movement

0 Stun ++ Stun

8 Dam. & Stun If Aimed:

To tackle:

Play Move, then take stun

Attack - Close Unarmed Punch				
Damage: 4				
<u>Range</u> :		Adjace	nt	
$\langle 1 \rangle$ hex of movement				
		~		
	-	~		
	0	~		

	~
-	~
0	~
+	Stun
++	Stun

8 Dam. & Stun If Aimed:

To tackle:

Play Move, then take stun

Attack - Close	Unarmed
<b>Trained S</b>	<u>Strike</u>
<u>Damage</u> :	5
Range <sup>.</sup>	Adjacent

 $\langle 1 \rangle$  hex of movement

	~
-	~
0	Stun
+	Stun
++	Stun
	Otan

If Aimed: 10 Dam. & Stun

To tackle:

Range:

Play Move, then take stun

Attack - Close Unarmed (Claws) Claw! Damage: **Adjacent** 

 $\langle 1 \rangle$  hex of movement

	~
-	~
0	Stun
+	Stun
++	Stun

If Aimed: 10 Dam. & Stun

To tackle:

Range:

Play Move, then take stun











































#### Consumable

# <u>MedPutty</u>

Restores HP equal to the users skill points in **Medicine + Care** 

Benefit is half when used on self (rounded up) Consumable

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Benefit is half when used on self (rounded up) Consumable

# <u>Repair kit</u>

Restores HP of machines equal to the users skill points in

Care +

**Physics & Engineering** 

Benefit is half when used on self (rounded up)